(54) Title: IMAGE PROCESSING PROGRAM, RECORDING MEDIUM, AND APPARATUS

(54) 発明の名称: 画像処理プログラム、記録媒体及び装置

displayed image extracted from the moving picture file.
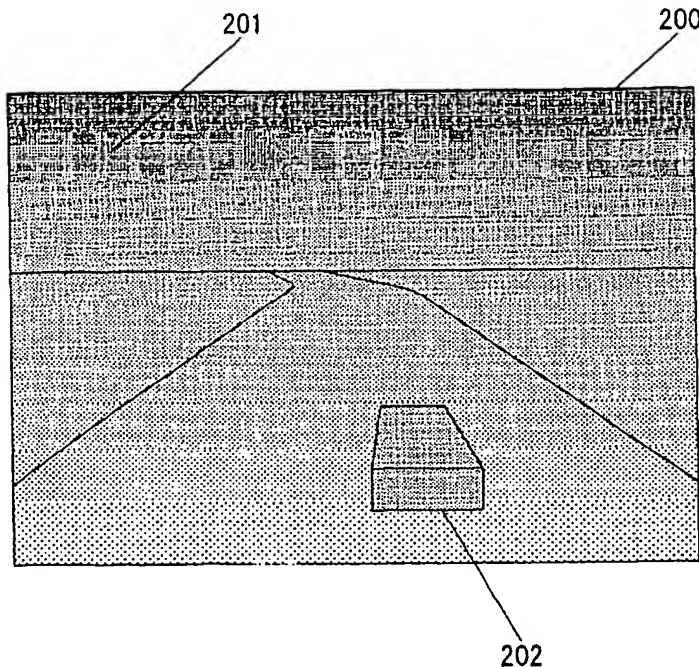
(57) Abstract: [PROBLEMS] In the case of conventional race games which use real existing names of places and are executed by a computer such as a home game machine, and in which the players vie for the time or the order, the background video is an image in a virtual three-dimensional space composed of polygon models. Therefore, the background video is different from the real background video of the real existing place, and the reality and the feeling of presence are poor. Further, the feeling of speed and the punch are poorer than those given by the video captured by a camera equipped on a racing car and displayed in television racing program. [MEANS FOR SOLVING PROBLEMS] As a moving picture file, the video captured at a real place and needed from the start to end of a game is prepared. The reproduction speed of the moving picture is controlled according to the imaging direction component speed and the speed at the time of the imaging of the player's car operated by the game player. Therefore, the reality and the feeling of presence are improved, and the feeling of speed and the punch are also improved by combining images immediately before the

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WO 2006/006590 A1

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